TABLE OF CONTENTS

SYSTEM REQUIREMENTS

Minimum Requirements
Pentium II 300 MHz or higher
Windows 98 / Me / 2000 / XP
64 MB RAM
8X CDROM drive
300 MB free hard drive space
DirectX 8.1 16 MB Video Card
DirectX 8.1 Sound card
Keyboard and Mouse

Recommended Requirements
Pentium III 500 or higher
128 MB RAM
32 MB Video Card

INSTALLATION

Installing Mall Tycoon
1. Remove the Mall Tycoon CD from its case and place it in your CD-ROM drive.
2. If AutoPlay is enabled, a menu will appear once the drive closes. Select Install, and then follow the on-screen instructions.
3. If AutoPlay is disabled, you'll need to manually install the program: double-click the My Computer icon on your desktop, double-click the icon for your CD-ROM drive, and then double-click the Autorun.exe icon. Click Install when the setup screen appears, and then follow the on-screen instructions.

Starting the Game
Once you've installed Mall Tycoon, click the Start button on the Windows task bar, then select Programs, and then Mall Tycoon to launch the program.

Uninstalling Mall Tycoon
Click the Start button on the taskbar, select Settings, then Control Panel. Double-click Add/Remove Programs, select Mall Tycoon, and then click Add/Remove to uninstall the program.

MAIN MENU

Scenario Menu

Mall Tycoon includes several scenarios to test your mall management mettle. Some of the scenarios are simply mall layouts, so you can hop right in and start placing products and scenery. This is a helpful tool to further introduce you to the gameplay and how shoppers react to your actions.

Other scenarios involve taking over a mall in generally bad shape. Sales are low, or crime is high, or it's just a trashy mess. In these scenarios you must overcome the obstacles and satisfy the objectives to win. For example, the blank scenario is horribly riddled with criminals. Your objectives are to get rid of all the crime, clean it up and have a certain mall value to succeed. Other parameters include having a certain mall rating, having no outstanding loans, or having a certain amount of total or current shoppers visiting your mall.

Left click once on a scenario in the scenario list to see the objectives and back-story of the scenario. The text appears in the box to the right. You will also see an aerial view of the mall involved in the scenario.

To play a selected scenario, click the Right arrow at the bottom of the screen, or double click the scenario in the scenario list.

To return to the Main Menu, click the Left arrow at the bottom of the screen, or click the Escape key on your key-board.

Free Play Menu

Mall Tycoon includes a Free Play or "sand box" mode for those that do not wish to be bound to the terms of a scenario. Included in the Free Play menu is the Tutorial, which introduces you to the Mall Tycoon basics, and Demographics options, where you can determine your starting money and the types of customers (male / female, young / old, high income / low income) that will visit your mall.

Build New Mall - Click the Build Mall button to enter the game. The game will begin with the default demographics options.

Tutorial - Click the Tutorial button to learn the basics of Mall Tycoon.

Load Game - Click the Load game button to load a saved game. Click on a save game file in the File List, then click OK to load the selected saved game. Click the Cancel button to return to the Free Play menu without loading a saved game.

Demographics Options - Click this button to change various parameters in the Free Play mode. Use the slider bars to increase or decrease the ratios of Males to Females, Young to Old, Low Income to Middle Income and Middle Income to High Income. Click in the starting money box and type in the amount of money to start with. Click the checkmark to accept the changes and return to the Free Play menu. Click the X to cancel changes and return to the Free Play menu.

Difficulty - Clicking the difficulty button changes the amount of money you start off with in the Free Play mode. The difficulty is shown by the amount of weight the little guy is holding. The more weight, the less money you have to start with.

Return to Main Menu - Click this button (or press the Escape key) to return to the Main Menu.

Options

Autosave Toggle - This button enables and disables the Autosave feature. When enabled, the game will Autosave every month. The background color of the button is GREEN when enabled. The background color of the button is PURPLE when disabled.

Video Options - Changing video options is useful for increasing game performance, especially on minimal systems. Each button is a toggle, therefore click it once to change it from the default setting. Click again to return to the default setting.

Render all floors - Click this button to switch between rendering all floors or just the current level. If you see stacked boxes in the button, it is set to show ALL floors. If you see just one box in the button, then it is set to render just the current floor.

Grid - This button toggles the grid lines ON and OFF in the game. If you see grid lines in the button, then grid lines are enabled. If there are no grid lines in the button, then grid lines are disabled.

Shadows - This button toggles shopper shadows ON and OFF. If you see a shadow in the button, shadows are enabled. If you do not see a shadow in the button, then shadows are disabled.

Bit mode - Clicking this button switches between 16-bit and 32-bit color. If you have a lower end machine, we recommend using 16-bit color, or you may notice a noticeable decline in the game's performance. **You must restart the game in order for these changes to take effect!**

Click the Checkmark to accept the changes and return to the Options menu. Click the X to cancel changes and return to the Options Menu.

Audio Options - Use the Slider bars to change the volume levels for Wav files, Ambient Sound and Music. Click the Checkmark to accept changes and return to the Options menu. Click the X to cancel changes and return to the Options menu.

Load Game - The Load Game options works the same as the Free Play Load Game option. Click the Checkmark to accept changes and return to the Main Menu. Click the X to cancel changes and return to the Main Menu.

Credits
Click the Credits button to see who made the game.

Exit
Click the Exit button to quit Mall Tycoon and return to Windows.

Main Toolbar Overview

You access all parts of the game through the Main Toolbar, located on the right side of the screen. Left click on a button to access that particular screen or menu.

Build menu - your gateway to building stores, stairs, floors, walls, entrances, atriums and special structures.

Scenery menu - as you may have already guessed, accesses all available scenery items. Note that some scenery objects need to be researched first.

Mall Information screen - details various aspects of your mall, such as total shoppers, number of stores, level of security, mall attractiveness and customer approval.

Financial Information window - includes several graphs and balance sheets so you can track your progress.

Customer Information window - shows you a breakdown of the various shoppers in your mall, including gender, age and class.

Employee Information window - hire and fire employees in the Employee information screen.

Research window - allows you to research new products and promotions as well as employee, mall and product upgrades.

Marketing and Promotions screen - run promotions and marketing campaigns.

Options menu - Options button to change Video and Sound options.

Up One Floor button - clicking this button moves you to the next floor. If no upper floor exists the game asks if you would like to add another level. Click the checkmard to accept or the X to cancel.

Down One Floor button - moves you to the floor directly beneath your current floor.

Demolish button - demolish all objects using the Demolish button. The mouse cursor becomes a stick of dynamite. Left click on a floor, wall or object to demolish it. Double right-click to go back to the normal mouse cursor. Note that demolishing objects costs money.

Date -shows you the current date.

Cash on hand - the amount of money you can use to buy anything and everything.

Current floor - this is the current floor of your mall that you are on.

Current Shoppers - shows the number of shoppers currently shopping in your mall.

Note: If you've selected a store, product, or piece of scenery to place and wish to cancel yoour choice, double right-click to return to the default mouse icon.

Customer approval - the bar moves from the minus sign to the plus sign as the rating increases.

Game speed - click one of the four buttons to select a game speed. Pause, Slow, Normal and Fast.

Previous Message - Click this button to see the previous message.

Next Message - Click this button to see the next message (if you've already clicked Previous Message).

All Messages - Click the All Messages button to open the Messages Window. This shows a list of the most recent messages.

Any messages you receive first appear in the message bar at the bottom of the screen.

Note that time stops when you enter the Build menu, Scenery menu, Mall Information screen and the Marketing and Promotions screen.

NOTE: Hold the mouse cursor over a button and a label will appear describing its function.

Build Menu

The Build Menu allows you to build stores and place products inside of them, as well as building walls, floors, entrances, stairways and atriums.

Floors and Walls

Left clicking Floors or Walls activates the Texture window. Use the scroll bar on the right hand side of the texture/object window to view all available floors and walls. To place a floor or wall, scroll to the floor/wall you wish to place, then left click in the texture/object window. Move the cursor (now a hand holding a hammer) and click in the game world to place a floor/wall.

When a floor tile is selected, you can place a wide area of floor by holding the left mouse button in and then dragging the mouse. This is similar to the click and drag feature in Windows. The Area box shows the amount of space you have covered. Do not release the left mouse button until you are certain you want to place the area of floor. Placing a lot of floor can get very costly, so make up your mind before placing it. If you accidentally place floor that you did not want to, simply press the "U" key to undo the floor placement.

Walls have a similar click and drag feature; however, you shouldn't have to place single walls that much. Once you have planned an area out and placed floor, simply click the Autowall button (located above the texture/object window when Walls are selected) to put walls up around the perimeter of your floors. If you place floor on the second or third floors of your mall and leave some empty space in the center, clicking Autowall will place walls around the perimeter of the floor, while placing railing in the center of the floor. Note that the empty space in the middle of floor must be completely closed off. Autowalling will place walls around any place where there is floor, so if there is floor (ie: grass texture, etc) you do not wish to be bound by walls, place walls manually, or delete the walls that are created.

Entrances

You must build an Entrance in order for shoppers to visit your mall. When you click the Entrances button, available entrances are accessed through the texture/object window. Click in the texture/object window to select the entrance. The mouse cursor becomes the selected entrance when you move it over the game world. Note that when you move the entrance near a wall, the entrance automatically conforms to it. You may also use the middle mouse button or Rotate buttons to rotate the entrance. Left click next to a wall in the game world to place the entrance. You can only place the entrance if the box in front of the wall is green. Note that if you place new floor next to your mall, covering an entrance, then re-autowall, the entrance will disappear and you must build a new entrance. It's a good idea to build several entrances to your mall to accommodate customers from all directions.

Stairs, Escalators and Elevators

Stairs work in the same fashion as entrances. Select the stair way by left-clicking in the texture/object window. The mouse cursor becomes the stairway when moved over the game world. Use the middle mouse button or Rotate buttons to rotate the stairway. Left-click to place the stairway in the game world. You can only place the stairway if the box in front of the stairway is green. If you have not added another level to your mall, you will be asked if you'd like to add another level. Click the checkmark to accept and place the stairway. Click the X to remove the stairway cursor and reject building an additional level.

Atriums and Special Structures

Placing atriums/special structures functions the same as placing entrances and stairways. Atriums are large (10 x 10) areas that act as the heart of your mall. This is where you conduct promotions. Select the atrium from the texture/object window and left-click in the game world to place it. Make sure you have enough space. You cannot build the atrium over any other object except floors. When you place an atrium, you are asked whether you'd like to go to the Marketing and Promotions screen to schedule events. Click the checkmark to accept and go to the Marketing and Promotions screen, or click the X to reject. Even if you reject the Promotions option, the atrium is still placed. Note that you cannot place floors or walls over top of atriums. You cannot place any objects within the atrium area either. Note that you do not need to place floor in order to place atriums as floor is placed automatically with them.

In addition to atriums, you will find special structures such as play areas and movie theaters, as well as a couple "Special Guest Stores." These special structures can be placed anywhere, just like store shells and atriums.

Change Floor Arrows

To move to another floor while in the Build Menu, simply click the Up or Down arrow. If no upper floor exists, the game asks if you would like to add another level. Click the Checkmark to accept or the X to cancel.

Area and Item Cost Boxes
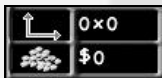
When placing a lot of floor, the area box shows the width and height of tiles you have covered.
When you've selected an object, its price is indicated in the Item Cost box.

Clicking the Back button returns you to the Main Toolbar.

BUILDING STORES

Clicking on the Build Store button opens the Build Store menu. From here you can build stores of several sizes, then place products within them. Stores can hold a varying amount of products, depending on their size. The first store allows you to place 1 product within it. The next 2 stores allow you to place 2 products. The last store (the department store) allows you to place 4 products in it.

To place a store, simply left click on the store size you wish to build. The mouse cursor becomes the store. Use the middle mouse button or Rotate buttons to rotate the store. Left click in the game world to place the store. You can only place the store if the box in front of the store entrance is green. Stores can be built at any time and you are not required to first place floor in order to build the store. If you build a store with the entrance on a wall, the wall in front of the store disappears. You can also build a store in the middle of walls. Again, the walls disappear.

Placing Products and Services

When you build a store, all you see in the game world is an empty store shell. In order to open it for business, you must place a product within it. Some stores allow you to place more than 1 product inside of it. While you aren't required to do so, you make the most of the store by filling it to its capacity. After all, how often do you see a thriving department store with just 1 department?

To place a product, click on the category button. This opens a new set of buttons, with products in that category. Click on a product and the mouse cursor becomes a shopping bag. Click in a store to place the product. When you do so you will notice several changes. Placing a product in a store also gives the store floors, walls and a store front. The first product placed determines which floors, walls and storefronts are created.

When you've selected a store or product, its price is indicated in the Item Cost box.

Click the Back button to return to the Build menu.

Store Information Window

Double click on a store in the game world to open the Store Information window. A store makes money when shoppers visit it and buy its products or pay for its services. You make money by charging stores rent and taking a percentage of their sales. At the beginning of each month, all sales and expenses are tallied up. Use the slider bars to change the store's rent and the cut of sales you receive. Keep in mind that if you raise either option too high, the store may not be able to pay you, as its sales have to be high enough to cover the rent and sales cut.

To change the name of a store, click in the name box, then type in whatever name you wish.

To remove a commodity, click on a commodity in the list then click the Remove Commodity button.

To alter a store's appearance, click the red button next to the paint brush near the center of the Store Information window.

Scroll through the various floors, walls and store fronts, then double click on a texture to change it. You will see the changes take effect in the window on the right. Click the Checkmark to close the window and accept the changes. Click the X to close the window and reject the changes.

Click on the Checkmark or X to close the Store Information window.

Scenery

Click the Scenery button on the main toolbar to open the Scenery menu.

Scenery provides a few purposes in Mall Tycoon. First, placing scenery adds to the attractiveness of your mall and to overall customer approval (eg: a nicely decorated mall attracts shoppers). Secondly, certain scenery serves to keep shoppers in your mall, spending more time spending more money. Lastly, some scenery helps to keep your mall more debris-free.

Click on a category to view the items within that category. Items appear in the item window (in the lower middle of the Scenery menu).

Click the object in the object window to select the object. That scenery item becomes the mouse cursor when you move the mouse cursor over the game world. Left click to place the scenery item. Once you've placed an item, you must click back into the object window to select the item again, before being able to place it in the game world again.

The square beneath the scenery object must be green in order to place the scenery object.

You can only place scenery items on floor tiles. Therefore, you must first place floor (if need be) before being able to place a scenery object where you want.

Click the middle mouse button or rotate buttons to rotate the scenery object.

Grayed-out categories are unavailable until researched.

The Item Cost box shows the cost of the selected item.

Clicking the Back button returns you to the Main Toolbar.

Mall Information Screen

The Mall Information screen gives you a snap shot of various attributes of your mall. Such as attractiveness, security, rating and customer approval.

You can access a store's information window by double-clicking a store in the list.

To take out a loan, click on the Add Loan button. To pay off a loan, click on a loan in the loan list, then click on the Pay Loan button.

Click the customer approval button to see a graph of your customer approval rating over time. Click the arrows to scroll through the months and click the Checkmark to close the Customer Approval graph and return to the Mall Information screen.

Click the checkmark to accept any changes and close the Mall Information screen, or click the X to cancel any changes and close the Mall Information screen.

Financial Information Window

The Financial Information Window shows your financial progress. Click on one of the 4 tabs in the upper left hand corner of the window to see various financial information.

The first tab opens the Value Report.

The second tab opens the Profit Report. The White line indicates profits. The Green line represents income. And the Red line indicates expenditures.

The third tab opens the Cash Report.

The last tab opens the Income Statement (when you open the Financial Information Window, it defaults to the Income Statement). This particular window is good for seeing where your money is coming from and where it is going.

Click on the green arrows at the bottom of the window to scroll back and forth through the months.

Click the checkmark to close the window.

Research Window

In Mall Tycoon you can research new items and promotions, as well as employee and mall upgrades. Research adds to your ability to attract new shoppers and boosts sales performance.

Clicking one of the four buttons at the top shows the items available in that category. The categories from left to right are: Merchandise, Mall Improvements, Employees and Equipment, and Marketing and Promotions.

When you left click on an item in the list, its price and a short description appear below.

Click on an item in the list then click on the Start research button in the bottom left corner of the research window. You may also double click on an item in the list to begin research.

Depending upon what you research, more or less time may be involved. If you click the Research button before current research is complete, you are asked if you would like to cancel the current research. Also note that some research items become available over time or you may have to research some items before being able to research other items.

Click the X to close the Research window and return to the game.

Marketing and Promotions Screen

Marketing campaigns and promotions are your best bets at attracting masses of shoppers to your mall. Remember that different promotions appea; to different demographics.

To begin a marketing campaign, double click the campaign in the Add list. When it is added, highlight it in the Remove list and move the slider bar to adjust how long the campaign runs.

In order to run a Promotion, you must have an atrium. To schedule a promotion, scroll through the available list in the top center of the screen, then left click on its icon. Hold the mouse cursor over the icon to see what the promotion is.

After you left click on the promotion icon, click in the month you'd like to run the promotion. Note that available months that you can run a promotion appear in blue. You cannot run a promotion if the month appears red.

Click on the checkmark or X to close the screen.

Note that you can also double click on the atrium to open the Marketing and Promotions screen.

Options Window (in game)

The in game Options window includes the same options as in the Main Menu Options screen. The only differences are the inclusions of a Save Game button and an Exit Game button.


Click the Save Game button to save a game in progress. Click in the filename box to name the file, then click OK to save the game. The game can be loaded from the Load Game option.

Click the Exit Game to quit the game and return to the Main Menu. When you click the Exit button, you are presented with an alert, just in case you accidentally click the button. Click the Checkmark to quit to the Main Menu, or click the X to cancel and return to the Options window.

When you are finished in the Options window, click the Checkmark to accept any changes and return to the game, or click the X to cancel any changes and return to the game.

Employees
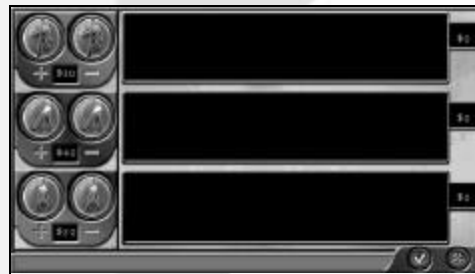
Employees serve several purposes in Mall Tycoon.

Shoppers can be some messy folk. As your mall becomes populated you will notice trash appearing through your mall. Janitors are useful for eliminating the mess.

Security guards hunt down and remove criminals, keeping your malls safe and secure.

Hire greeters to give shoppers that "warm fuzzy" feeling when they walk in the doors to your mall. A happy shopper is shopper ready to spend cash.

When trash starts piling up or criminals run amok, you'll need to hire employees. To hire an employee, click on the Hire Button next to the group you wish to hire. An icon is added to the employee list.

If you find that you have unnecessary employees (too many for the job at hand, or you need to save some cash) you may need to fire some employees. Click on an employee then click fire to fire a specific employee. If youclick fire without selecting an employee, the mostrecently hired employee will be fired.

The total cost of all employees is located to the right of the employee list.

Click the Checkmark to accept changes and close the Employee Information window. Click the X to cancel hirings and firings and close Employee Information window.

Customers

Customers are the lifeblood of your mall. Without them, who would buy all the products and services that your stores provide, in turn paying your rent and sales cut?

Mall shoppers fall into several demographics and each demographic prefers certain goods and services. For example, women particularly like Lingerie. However, this does not mean that men won't stop by a lingerie store, either to look or to purchase something for a significant other.

Shoppers also react to Atrium Promotions differently as well. If you reason it out a little, you will be able to use the most appropriate products and promotions to attract the customers you want in your mall.

If you left click on a shopper, information on that shopper will appear in the upper left corner of the screen. Additionally, the camera follows that shopper around, so you can spy on their buying habits and preferences. Left click off of the shopper to "unlock" the camera.

Hints and Tips

- Switch out themed scenery with each new season. Shoppers get bored of seeing the same scenery for long periods of time.
- Be sure to place trashcans and bathrooms. These contribute to the cleanliness of your mall.
- You must research employees before being able to hire them.
- Don't let your mall get too trashy. You're sure to get some uninvited guests.
- Increasing your percentage cut of a store's sales will bring in some quick cash, however it also drives up the cost of the goods and/or services provided by that store, driving customers away.
- Increasing a store's rent also brings in some much needed cash, however if a store's sales do not meet the rent requirements, you will not get paid for the month, and there's the possibility of more crime.

HOTKEYS

Mouse Controls

Left Mouse Button	Select / Place Object
Middle Mouse Button	Rotate objects right (90 degrees)
Mouse wheel Up/Down	Zoom Camera In/Out
Right Mouse Button HOLD + drag fore/back	Zoom Camera In/Out
Right Mouse Button HOLD + drag left/right	Rotate Camera left/right
Double Click Right Mouse Button	Remove Demolish Cursor (return to Default cursor)
Mouse cursor to Top of Screen	Move Camera Forward
Mouse cursor to Bottom of Screen	Move Camera Back
Mouse cursor to Left of Screen	Move Camera Left
Mouse cursor to Right of Screen	Move Camera Right

Keyboard Controls

Camera Controls

Page Up/Down	Zoom Camera In/Out
CTRL + Up/Down Arrow	Zoom Camera In/Out
CTRL + Right/Left Arrow	Rotate Camera left/right
Up/Down/Right/Left Arrow	Move Camera accordingly

Camera Bookmarks

CTRL + 1-8	Set camera bookmark
1-8	Goto camera bookmark

Miscellaneous Hotkeys

F1	Quick Save
F4	Quick Load
, or <	Rotate objects left
. or >	Rotate objects right
;	Prev sim
'	Next sim

DELETE	Demolish mode
ESC	If object selected, deselect, else exit game or exit mall
SPACE	Pause game
+	Increase game speed
-	Decrease game speed
B	Build Screen
E	Employee Info Screen
CTRL-E	Random events toggle
F	Financial Screen
G	Grid Toggle
H	Message History
I	Mall Info Screen
M	Marketing Screen
O	Options Screen
P	Place Map objects Screen
R	Read scenario objectives
S	Shopper Info Screen
T	Tech Screen
U	Undo
V	Mall rating screen
W	Autowall
X	Move camera to center of map
[	Down one floor
]	Up one floor

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Technical Support (US)

If you have a technical problem concerning the operation of our software, please contact our technical support representatives for assistance. In order to help our representatives assist you as efficiently as possible, please provide them with the following information: computer brand and model, available hard drive space, amount of system RAM, type of video card, amount of video RAM, type of sound card, type of CD-ROM drive, and version of DirectX. Also, please provide a detailed description of the problem, including any error messages you receive.

Note: This information is for technical support only and representatives are unable to provide game hints or suggestions.

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